

This listing of claims will replace all prior versions, and listings, of claims in the application.

### LISTING OF CLAIMS

1. (currently amended) A method for purchasing an opportunity in a game of  
5 chance, comprising:
  - giving, by a subscriber, an amount of money to a retailer who is an  
authorized agent for the game of chance;
  - receiving, by a retail charging terminal located in geographic proximity to  
the retailer, the amount of money in either hard currency or  
10 electronic form;
  - transferring electronically the amount of money from the retail charging  
terminal to a mobile appliance of the subscriber; and
  - using the mobile appliance by the subscriber to purchase the opportunity  
in the game of chance with all or some of the electronically  
15 transferred amount of money.
2. (currently amended) The method according to claim 1, further comprising:
  - initiating the electronic transfer of the amount of money from the retail  
charging terminal to the mobile appliance by the retail charging  
20 terminal.
3. (currently amended) The method according to claim 2, further comprising:
  - waking the mobile appliance from a sleep state to a waking state by the  
initiating of the electronic transfer of the amount of money from the  
25 retail charging terminal
4. (currently amended) The method according to claim 1, further comprising:

providing a subscriber identity module on the mobile appliance; and  
transferring the amount of ~~electronic~~ money onto the subscriber identity  
module.

5 5. (original) The method according to claim 4, further comprising:

downloading memory structures into the subscriber identity module if they  
do not already exist.

6. (currently amended) The method according to claim 1, wherein the electronic  
10 transferring of the amount of money comprises utilizing short-range  
communications mechanisms and protocols.

7. (currently amended) The method according to claim 6, wherein the short-range  
communications mechanisms and protocols are defined by contemporaneous  
15 protocol specifications selected from the group consisting of: Bluetooth<sup>®</sup> protocol,  
WiFi<sup>®</sup> protocol, a variant of 802.11 protocol, infrared, and USB protocol.

8. (original) The method according to claim 1, further comprising:  
downloading games from a game server over a long-range  
20 communications network.

9. (currently amended) The method according to claim 1, wherein ~~all method~~  
~~elements except using the electronic cash for purchase~~

the steps of:

25 giving, by a subscriber, an amount of money to a retailer who is an  
authorized agent for the game of chance;

receiving, by a retail charging terminal, the amount of money in  
either hard currency or electronic form; and  
transferring electronically the amount of money from the retail  
charging terminal to a mobile appliance of the subscriber;

5 take place in a contemporaneous manner.

10. (currently amended) The method according to claim 1, wherein ~~all method~~  
~~elements except using the electronic cash for purchase~~

the steps of:

10 giving, by a subscriber, an amount of money to a retailer who is an  
authorized agent for the game of chance;  
receiving, by a retail charging terminal, the amount of money in  
either hard currency or electronic form; and  
transferring electronically the amount of money from the retail  
15 charging terminal to a mobile appliance of the subscriber;

take place in a geographically proximate manner.

11. (withdrawn) A mobile appliance used for purchasing an opportunity in a game  
of chance, comprising:

20 a long-range wireless communication system;  
a short-range communication system;  
a cash transaction storage device that is loaded with e-cash using the  
short-range communication system; and  
software used to play the game of chance that utilizes the long-range  
25 wireless communication system.

12. (withdrawn) The mobile appliance according to claim 11, further comprising:

a display for outputting information regarding the game of chance to a subscriber; and

an input device for inputting information from a subscriber regarding the game of chance.

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13. (withdrawn) The mobile appliance according to claim 11, wherein:

the long-range wireless communication system comprises at least one of a GSM, GPRS, 2.5G, 3G and 4G interface scheme or technology; and

10 the short-range communication system comprises an interface selected from the group consisting of a Bluetooth® interface, a WiFi® interface, a variant of 802.11 interface, an infrared interface, and a USB interface.

15 14. (withdrawn) The mobile appliance according to claim 11, wherein the long-range wireless communication system is configured to give and receive payments of e-cash from and to the cash transaction storage device during play of the game of chance.

20 15. (withdrawn) A mobile appliance used for purchasing a product or service, comprising:

a long-range wireless communication system;

a short-range communication system;

a cash transaction storage device that is loaded with e-cash using the short-range communication system; and

25

an access mechanism configured to purchase the product or service.

16. (withdrawn) The mobile appliance according to claim 15, wherein the access mechanism comprises application software that interacts with a system of a retailer providing the product or service.

5 17. (withdrawn) The mobile appliance according to claim 15, wherein the cash transaction storage device comprises:

multiple purses for storing e-cash from different retailers; and

hardware and software used to manage the multiple purses and prevent co-mingling of e-cash.

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18. (withdrawn) A retail charging terminal for transferring e-cash to a mobile appliance, comprising:

a first interface configured to get a cash value at a game of chance retail establishment from an authorized agent;

15 a second interface configured to transfer cash value to a mobile appliance of a subscriber over a short-range communications channel; and

hardware and software coupling the first interface and the second interface.

20 19. (withdrawn) The retail charging terminal according to claim 18, wherein the second interface comprises at least one of a Bluetooth® interface, a WiFi® interface, a variant of 802.11 interface, an infrared interface, and a USB interface.

25 20. (withdrawn) The retail charging terminal according to claim 18, wherein the hardware comprises:

a display configured for providing information about status of an e-cash transfer;

an input device configured for entering information related to an e-cash transfer;

a communications port configured for short-range communications to a mobile appliance;

5 a microcontroller configured for managing the e-cash transfer and communications over the communications port; and

a memory used to hold information related to an e-cash transfer.

21. (currently amended) A system for obtaining e-cash for playing games of  
10 chance or making retail purchases, comprising:

a mobile appliance comprising a mechanism for purchasing opportunities  
for playing games of chance or making retail purchases over a long-  
range wireless communications network and for obtaining e-cash  
over a short-range communications network, the mobile appliance  
15 comprising a subscriber information module configured to hold and transfer the e-cash; and

a retail charging terminal configured to be loaded with cash value by a  
retailer located geographically proximate the retail charging terminal  
who is an authorized agent of a service upon receipt of money from  
20 a user by the retailer, the retail charging terminal comprising a short-range communications network mechanism configured to communicate with the short-range communications network mechanism of the mobile appliance and transfer the e-cash to the mobile appliance over the short-range communications network that  
25 is subsequently used to purchase the opportunities for playing the games of chance or making the retail purchases.